NOTEBOOK

673

A HYTONE PRODUCT®

15¢

A PRODUCT OF WESTERN TABLET & STATIONERY CORP. • DAYTON, OHIO

Questions

can you make masks for matte box?
yes

Do you place horizontal masks so the top mask masks out the bottom??

Do you have instruction booklet for Bolex? yes

* How much does motor cost? Can you rent one?

Does Bolex slow down before stopping (at the end of a wind)?
no

Technique

When taking close measurements (8") what part of lens do you measure from? front end.

Questions

* How close can Telephoto get to eyes? I'll try

Can you wind camera when its on its tripod during shot?
yes

* Can you buy more mask making material?

Where do you buy body paint blacks + white matt? and tights?

* Do you have any reflectors? No

How many frames in a foot? 40 Frames

Do you have editing equipment
yes,

* What is the exposure time for 64 FPS?
* Can you buy 25' 150' rolls?

To Try

telephoto with eyes no!

mask " "

lawn shot? OK

Camera Check List

*
(2) check amount of film left
(3) record footage no.
~~open shutter~~
(4) position camera
(5) open lens wide
(7) place ~~mask~~ gelatine
(6) wind camera
(8) position dancer
(9) rehearse motion
(10) measure distance to dancer
(12) focus camera (13) set exposure
(11) check position of dancer
(1) set speed
use exposure meter
start camera: run few feet. shoot footage
F. I.
* remove telephoto lens?

After shot

check position of dancer
record footage no.

To Do

~~I~~ use camera, ~~matte~~ box, tripod
film, ~~& lights~~ ✓

✓ * Buy red, yellow, magenta, green
~~Buy matte box~~
* rent Fisheye lens for May 30
Matte
✓ * Buy black & white, body paint
~~yellow, red & orange~~
ask how to remove it?
Do you apply it directly to skin?
Is there a brush to apply it or hands
How much needed??

Buy ~~Black paper~~ roll of Black construction Paper, & poster board
~~& cardboard~~ Chalk (white)
put graphite on tripod head

Does get extension cord all you have

* ~~get red filter for lens~~ ~~yellow gelatine~~

~~tights white size?~~ Drape board
black cloth 3 yds.

*Steve Walsh 748 9538
Cathy Williams
* 2801 S. Hoover
90007

USC Performing Arts
cinema 746-2235
dance ~~746-7996~~

JONATHAN Torp
JON TORP 664 6558

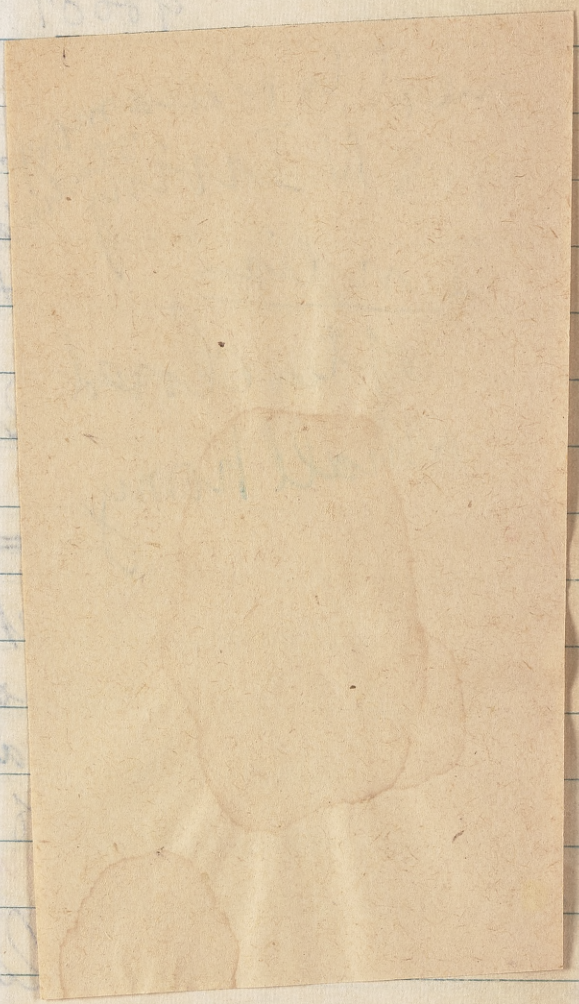
P.C.C. ~~The Pasadena~~ (gym 2:00 - 5:00)
Stefan Pitzek (~~771-1040~~ weekends
1023 Emerson
Pasadena (at gym at 2:00 every day except Fridays
1 blk N. of Wilson & Villa St.

X Winnie Mon Tues Wed. after 6:00 771-8851
1621 Orlando.
N.E. corner Sierra Bonita & Or

*this partially obst in her background.

Fisheye lens
rent at
Allan Gordon Rents
Cuenga Blvd.

next to Paramount Studio
708 N Irving
Indian
often closed
small horny

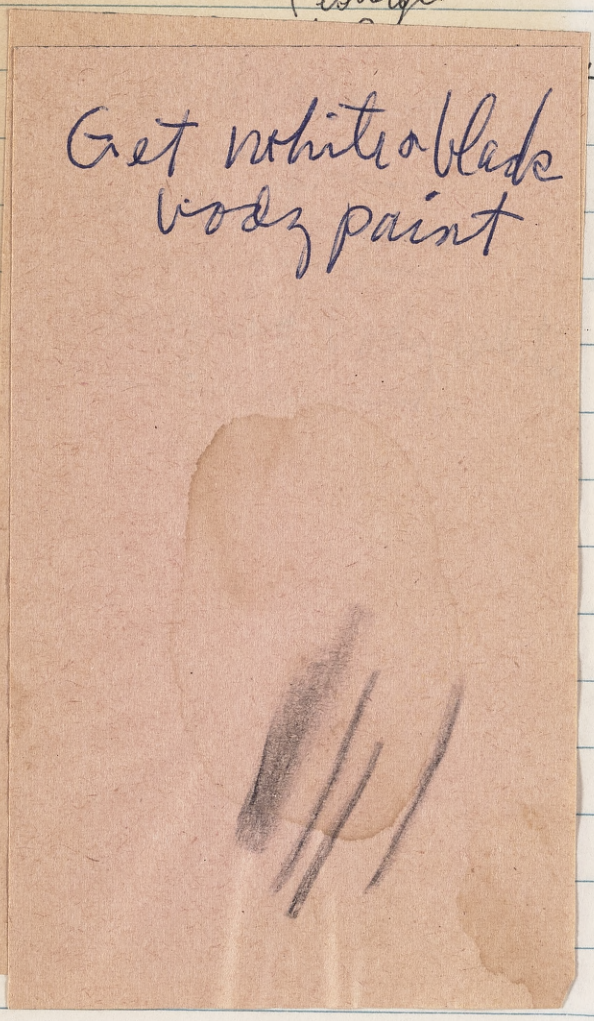


Fisheye lens
rent at
Allan Gordon Rents
Cuenga Blvd.

Fisheye

4

Get white blade
vodz paint



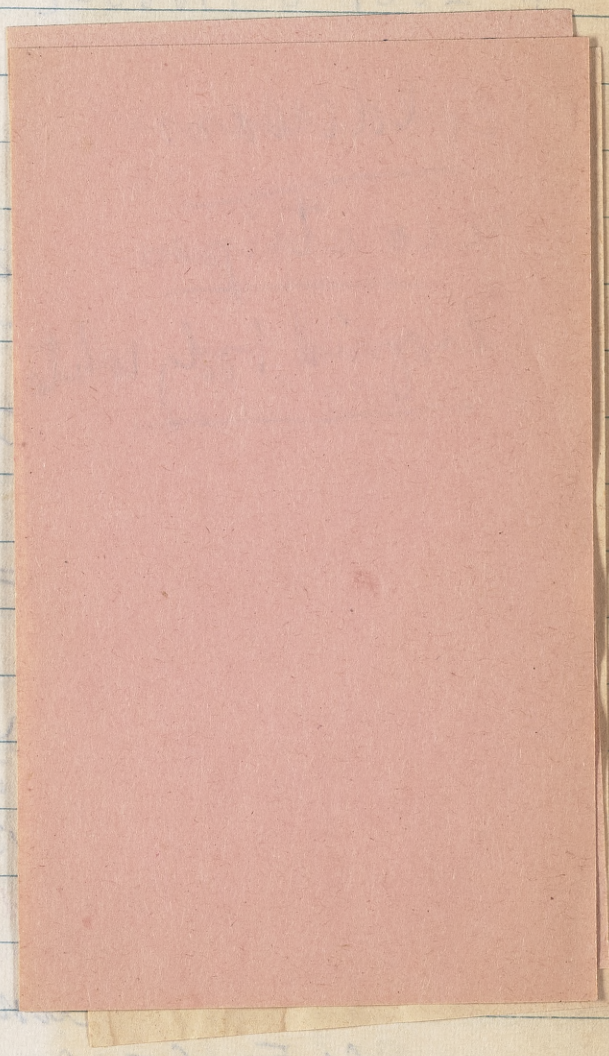
Fisheye lens
rent at
Allan Gordon Rents
Cuenga Blvd.

Fisheye

cold cream ✓

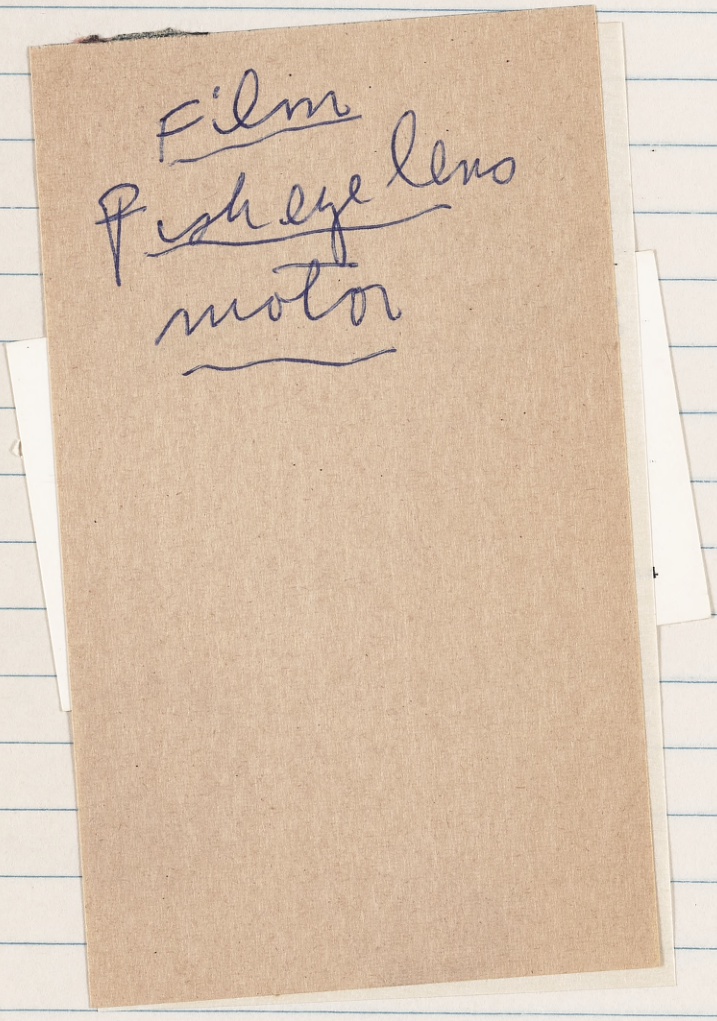
redo stripes

liquid body white
or Black



Fisheye lens
rent at
Allan Gordon Rents
Cuenga Blvd.

Fisheye
Set lens at F.4


Film
Fisheye lens
motor

Arthur Knight

KPFK teacher of film

USC

COSTUME RENTALS & SALES DANCE SUPPLIES
MAGIC EQUIPMENT THEATRICAL MAKEUP JOKES

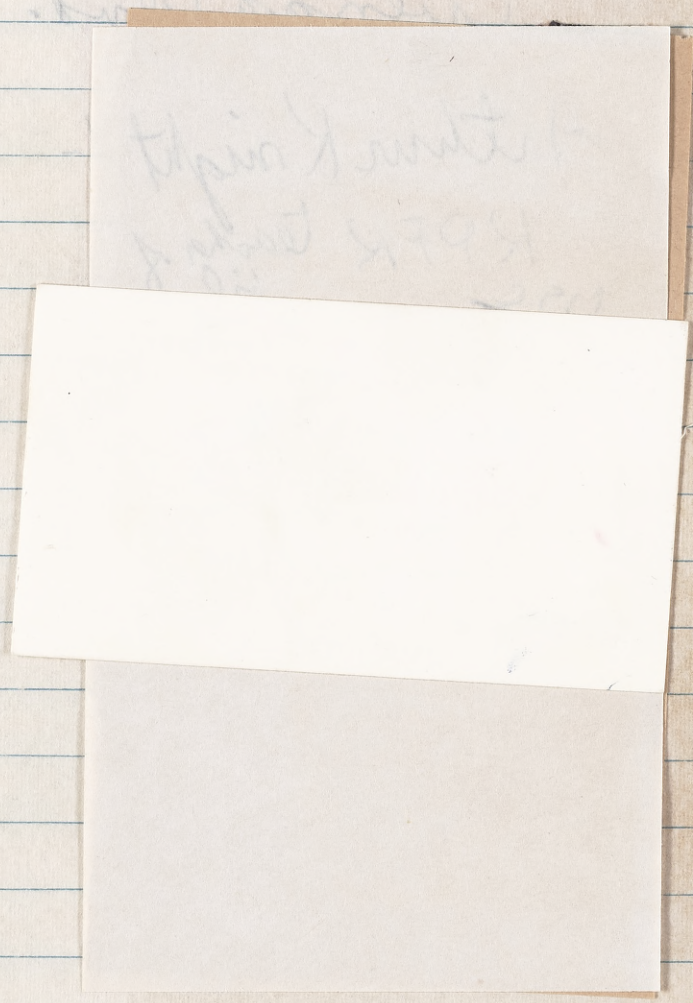
closed Sun. Mon.

THE MAGIC WAND

1431 N. Lake Ave., Pasadena, Ca. 91104

no gelatines

LEE SEARLES 798-4214



P.A.S.
8 1/2 Paper Roll

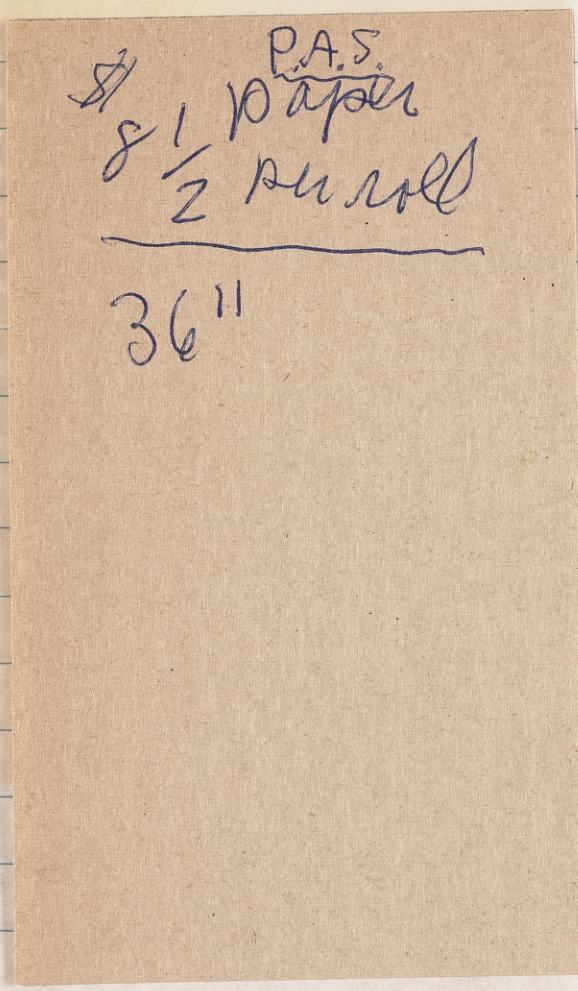
36"

Ex.
Commercial Film
Santa Monica
Near Los Palmas

ALVIN'S PHOTO
Pasadena 795-4327

- 6 MAR 74

$015.00 — 1
$000.75 — TAX
8506 $015.75 CHG


P.A.S.
8 1/2 paper
roll
36"

4 lights
for Winnie
where F. 4
Mohegl
lens
allan
Gordon Rents
Hollmon
Cuenega Blvd

No need to scan blank pages in notebook or Inserts.

BLANK PAGES
SKIPPED

Film Kraft
Services

6850 Lexington
1 blk N. of St. Monica
Blvd

Mr. Sole
464-7746

$16.75/100 per hr.

$145.00 for 100 scenes

Lab.

Film Kraft

Services

6850 Lexington

16th W. of Monroe Blvd

print

$16\frac{75}{100}$ per hr.

$1\frac{45}{100}$

145 for 100 prints

Ektachrome
film

7.50

1¢ foot work print

6¢ foot developed

fisheye lens

tape lens for 3 legs?

Scenes make

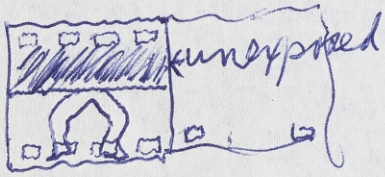
---

beer

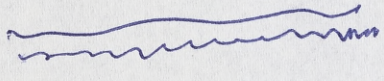
Mr. Sole

(1) Record sound on tape OK.?
Price of dubbing on sound.?

(2)

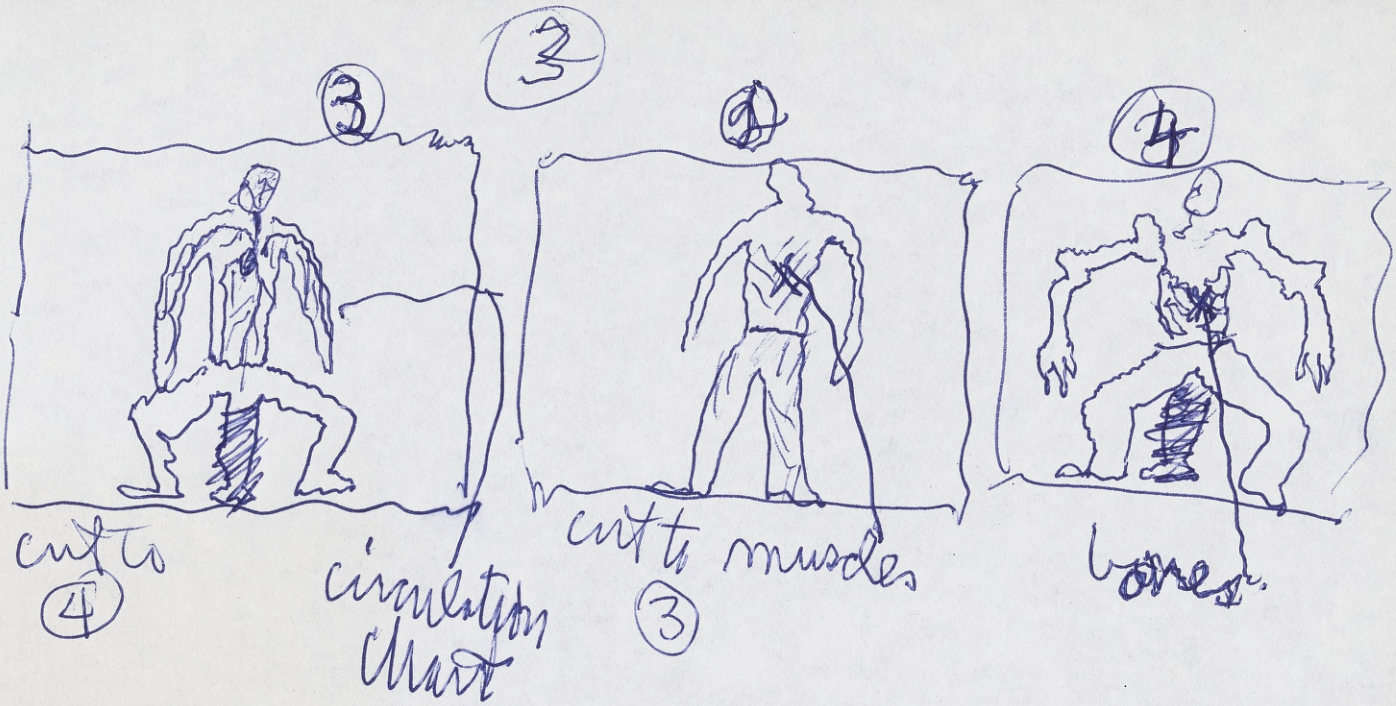
A. 

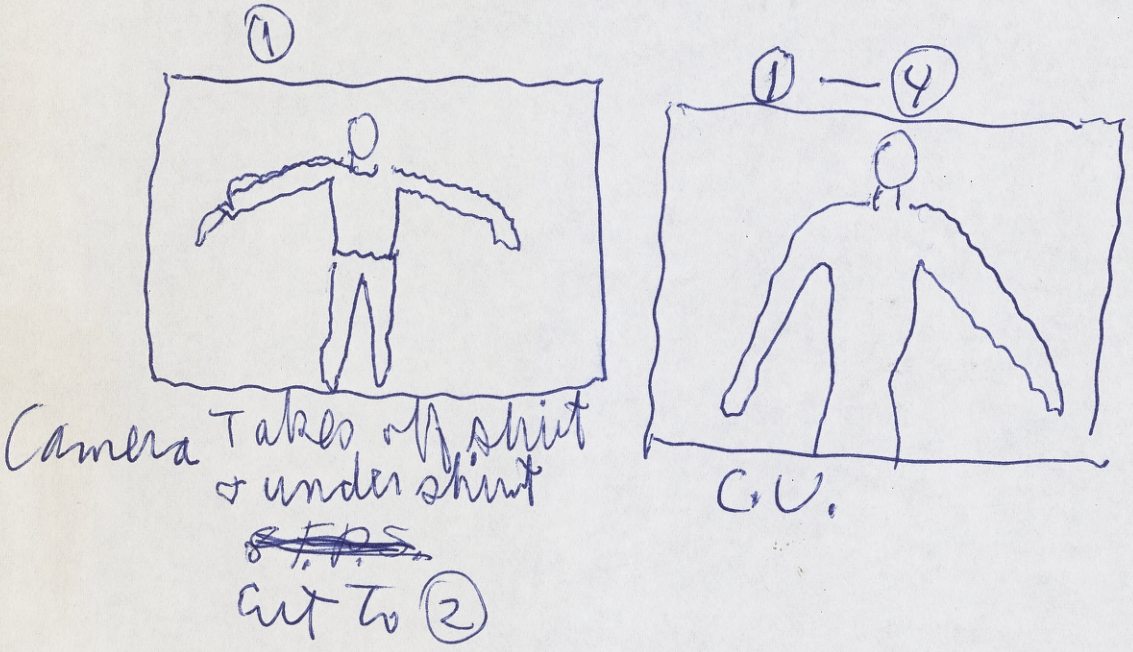
B

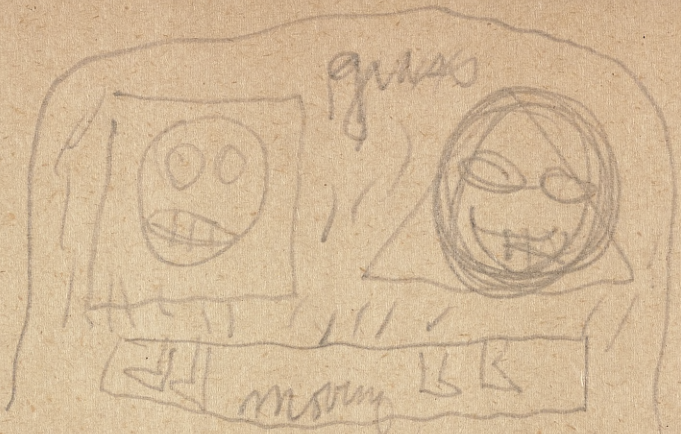
C 

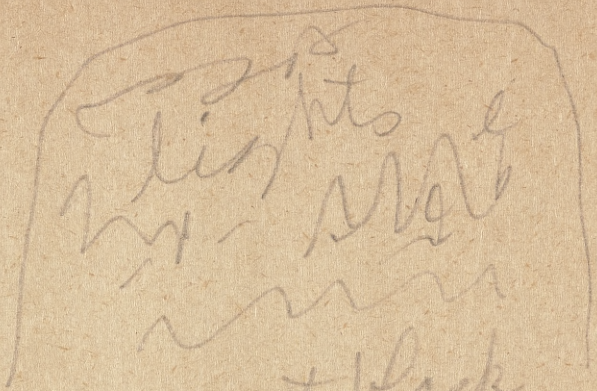
sound

(3) sound transference optical or magnetic


3
3
cut to
4
circulation
chart
4
cut to muscles
3
4
bones.


1
Camera Takes off shirt
& undershirt
cut to 2
1 — 4
C.U.


grass
movie dance background


Lights
against black
background

I

Footage Directions

Roll A

(7) Large red 2 hands

(1) Start shot of hands at 0
move hands to camera left.
red gel
Stop shot at where hand goes out 15'

---

(2) wind back to 12 frames
red gel
Stop shooting at 15' 12 Frames
~~14' + 28~~ frames

---

(3) wind back to 24 frames
red gel
Stop shooting at 15' 24 Fr.
~~14' + 16~~ frames

---

(4) wind back to 36 frames
red gel
Stop shooting at 15' 36 Fr.
14' 4 frames

Roll A
exposed
(7) 2 hands

II

Footage Directions (cont.)

(5) wind back to: 1' 8 frames
~~2~~ 8 frames
red gel
stop shooting at: 15' 48 Fr.
~~13' + 36~~ frames

---

(6) wind back to 1' 20 Fr.
~~60~~ frames
red gel
stop shooting at ~~12' + 24~~ frames

---

(7) wind back to 1' 42 Fr.
~~11 + 20~~ frames
red gel
stop shooting at ~~11' + 4~~ frames

---

(8) wind back to 2' 14 Fr.

---

(9) wind back to 2' ~~02~~ 26 Fr.

---

(10) wind back to 2' 38 Fr

---

(11) wind back to 3' 10 Fr.

Roll A
Longest leads

III

Footage Directions (cont.)

(12) wind back to ~ 3' 22 Fr.

(13) wind back to 3' 34 Fr.

(14) wind back to 4' 06 Fr.

(15) wind back to 4' 18 Fr.

(16) wind back to 4' 30 Fr.

(17) wind back to 5' 02 Fr.

(18) wind back to 5' 14 Fr.

(19) wind back to 5' 26 Fr.

(20) wind back to 5' 38 Fr

(21) wind back to 6' 10 Fr.

Roll A
largest hands

IV

Footage Directions (cont.)

(22) wind back to 6' 22 Fr.

(23) w. 6. T. 6' 34 Fr.

(24) w 6 T 7' 06 Fr.

(25) w 6 T 7' 18 Fr

(26) w 6 T 7' 30 Fr.

(27) w 6 T 8' 2 Fr.

(28) w 6 T 8' 14 Fr.

(29) w 6 T 8' 26 Fr

(30) w 6 T 8' 38 Fr.

(31) W 6 T. 9' 10 Fr.

(32) w 6 T 9' 22 Fr

(33) w 6 T 9' 34 Fr

(34) w 6 T 10' 6 Fr.

(35) 10' 18 Fr

Roll A
Leopard hands

V
Footage Direction (cont'd)

36	wind back to	10' 30 Fr.
37	wht	11' 2 Fr.
		11' 14 Fr.
38		
		11' 26 Fr.
39		
		11' 38 Fr.
40		
		12' 10 Fr.
41		
		12' 22 Fr.
42		
		12' 34 Fr.
43		
		13' 6 Fr.
44		
		13' 18 Fr.
45		
		13' 30 Fr.
46		
		14' 2 Fr.
47		
		14' 14 Fr.
48		
		14' 26 Fr.
49		
		14' 38 Fr.
50		
		15' 10 Fr.
51		

Roll A
several legs

Footage Directions

First top shot Group of legs

(5) A legs walk in at 2' from 0.

(6) A A2 legs start at 6' from 0.

(6) A3 A3 legs start at 12' from 0

(6) A2 3 legs finish walking out at 27' from 0.

(5) A (6) A (7) A 1 legs stop camera at end of 43' from 0.

---

(7) 2 3&4 (2) start shot of hand at 27' from 0: move hands to ~~left~~ large 0

~~wind~~ stop shot at 43' from 0: wind back camera to 34 from 0: shoot yellow hands to 43' from 0: move hands to right 15' 17' See below 3&4

shoot two again: winding back to 12 frames from 0 to (~~15 + 25~~ 12 frames): repeat winding back to 24 frames from 0 to (~~15 + 5~~ frames)

3 6 / 1 2 / 4 8 — 1 2 / 6 0

2 4 / 1 2 / 3 6

4 0 / -1 2 / 2 8 — 2 4 / 1 8 / 2 0

15 / 14'

Roll B

Footage directions for 1st leg shot

(4) B.C. 2.1' then feet (5A) walk in & continue walking thru.

(5) B.C. at 6' from O: stop camera & put in stripld mask

(6) B.C. take out mask at 28' from O. continue shooting

(7) B.C. is white: stop camera at 43' from O.

---

(8) B.C. O put green gel in position for 2nd leg shot

(9) B.C. 4' from O: Flash yellow on B & green on C

(10) B.C. 16' from O remove gel: shoot 32' from O.

(10) B.C. Dissolve to (11)

(see next sheet for more on BC)

Roll B

Footage Directions for 3rd leg shot

(13) BC 0 to 10' flash 1, 2, 3 count red gel yellow on frame

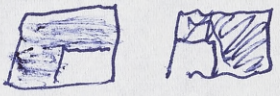
(14) BC 10' to 20' red gel in place.

F5.6

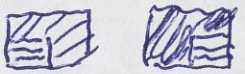
Void

Experiments

one black leg:
one on piano stool



1. Try shot with 3 lights
   Shoot at 24 F.P.S. (4)(5)(6)(7) B+C
   Shoot ~~10'~~
   white on one foot start Footage: 0
   wind camera during shot
   stop: insert striped mask: gel
   in front of lens
   shoot more footage
   shoot 20' total



---

2. Try shot of arms with fisheye
   & gel (red) (7) B
   shoot at 32 F.P.S paint hands white
   Shoot 10'
   Flash red on 1, 2, off 3
   over head of athlete

---

3. ~~Try Tape on lens~~
   3'

---

4. Different gelatines 10'

---

5. Shoot arms thru steel bowl with gels

(over)

⑥ try shot of leap thru fisheye

For ① ② & ③

Shooting Script
OUT OF THE VOID

One

① set speed 16 F.P.S.

2 check amount of film left
3 record footage no. 0
4 position camera
5 open lens wide
6 wind camera
7 place dancer cutout
⑧ measure distance to cutout
9 check position of cutout
10 focus camera
11. set exposure
12. exposure meter
13. F.I. start camera shoot footage board F.O.
14. F.I. start camera again
15. shoot 6' + F.I. + F.O.
16. F.O.

After shot
1. check position of cutout
2. record footage no.

For B
4 1
5 6

two

Shooting Script
OUT OF THE VOID

1. set speed 24 FPS or more
2. check amount of film left.
3. record footage no.
4. position camera
5. open lens wide
6. wind camera: continue winding during shot
7. no gelatines until 4': Red orange: horizontal stripes
   Change to white at 26': master
8. position dancer
9. measure distance
10. focus camera
11. check position of dancer
13. set exposure (exposure meter)
14. start camera, shoot footage board. F.O.
15. F.I. dancer: wind camera while shooting
16. shoot 33.9' Dissolve out

After shot
1. check position of dancer
2. record footage no.

FOV (4) C

Shooting Script
OUT OF THE VOID

three

① Set speed 24FPS or more (same as (4B))
② wind back camera to ~~2~~ beginning of (4) B
③ Record begining footage no
④ wind camera while shooting
⑤ thru (15) same as (4) B

⑯ Shoot 30.9' Dissolve out

After shot
① check position of dancer
② record footage no.

For (5) A (7) (16)

Shooting Script

four

(1) set speed 24FPS

(2) wind camera back to 3'

(3) record footage no.

(4) position camera

(5) thru (6) same as 4B

(7) no gelatines

(8) Feet walk in : ~~stop feet~~ Feet stand still (for 7') + after 21.6'

(9) thru (13) same as 4B

(14) start camera (no F.I.) (no footage board)

(15) dancers stand still after 20 feet

(16) shoot 30' Disolve out

After shot

(1) check position of feet

(2) Record footage no.

~~5~~ A 2 6

OUT OF THE VOID

fine

1. set speed 24 FPS or more
2. check amount of film left
3. record footage no.
4. position camera
5. open lens wide
6. wind camera continue winding
7. ~~green~~ green gelatine : ~~no~~
8. position dancers
9. measure distance
10. focus camera
11. check position of dancers
12. set exposure
13. start camera : shoot footage board F.O. dancers walk in
14. shoot 21' : ~~dissolve~~ out walks out

---

after shot

1. check position of dancers
2. record footage no.

(6) (A) 3

Out of the Void

six

1. Set speed 64 F.P.S.
2. check amount of film left
3. record footage no
4. same position for camera
5. open lens wide
6. wind camera
7. yellow gelatine: pink at the feet
8. position dancers
9. measure distance
10. focus camera
11. check positions of dancers
12. set exposure
13. start camera: shoot footage by and F.D. dancers walk in
14. shoot 21.6' walk out feet

---

after shot

1. record footage no.
2. close shutter & run off 7.2'
3. record footage

For (7) A2

Out of the Void

Seven

(1) set speed 32 F.P.S.
(2) check amount film left
(3) record footage no.
(4) position camera
(5) open lens wide FISHEYE take other lenses off
(6) wind camera: continue winding during shot
(7) red gel ~~flash white on count of 3. for 8 then red.~~ ?
(8) position hands. every 10 Frames new hand appears.
(9) measure distance
(10) focus camera
(11) check position of hands move to right
(12) set exposure
(13) wind camera back to (A7)
(14) start camera, shoot footage hand F.O.
(15) F.I. hands moving
(16) shoot 15' ~~Disolve out~~

---

(1) after Shot Record footage no. (2) rewind camera or place arms

FS
7(A) 304

Out of the Void

eight

① set speed 8 F.P.S.
② wind back to 7(A)
③ record footage no.
④ Position camera
⑤ Open lens wide
⑥ wind camera; continue winding during shot
⑦ yellow gel.
⑧ position hands (small); 8 Frames apart for hands
⑨ measure distance
⑩ focus camera
⑪ check position hands (moving to left)
⑫ set exposure
⑬ Start camera; shoot footage board. F.O.
⑭ FI moving yellow hands
⑮ Shoot 2" ~~disolve out~~

After shot
① record footage no.

~~10~~ B ~~11~~
~~12~~ B 8 B

Out of My Mind

~~Test~~
9

9 B 10 B
13 B

1. Set speed 32 F.P.S.
2. Fisheye lens: open wide: take other lenses off
3. cut in
4. record footage no.
5. position camera
6. wind camera: continue winding during shot
7. no gel: then after 4' use green for 16'
8. position legs
9. measure distance
10. focus camera
11. check position of legs
12. set exposure
13. start camera: shoot footage board F.O.
14. shoot ~~it~~ (52')

Exit of the Void

~~twelve~~ (10)

(9) ~~A~~ (10)

(8) ~~C~~ (9) C (10) C (11) C

1. set speed ~~24~~ 32 F.P.S.
2. Fisheye lens: take other lenses off
3. Record footage no.
4. position camera.
5. wind camera continue to wind
6. yellow gel: remove after 16'
7. position hands
8. measure distance
9. focus camera
10. check position of legs
11. set exposure
12. start camera
13. shoot ~~5~~ 32' total
14.

4'
12'
16
20
52'

---

after shoot

D record footage no.

Out of the Void

eleven

~~10~~ C 12 C
~~10~~ C 13 C
~~14~~ C 8 C
9 C
10 C

1. Set speed 32 F.P.S.
2. Fisheye lens open wide take other lenses off
3. ~~cut in~~
4. record footage no.
5. position camera
6. wind camera: continue to wind
7. no gel: after 4' use green
8. position legs
9. measure distance
10. focus camera
11. check position of legs
12. set exposure
13. Start camera
14. Shoot 32 / total

---

after shooting
1. record footage no

(X) A. (9) A

head + arms

Void

fourteen

(12)

1. set speed 32 FPS
2. shoot thru bowl
3. record footage ns.
4. position camera
5. wind camera
6. green gel
7. position head & arms
8. measure distance
9. focus camera
10. check position of arms & head
11. set exposure
12. start camera
13. shoot 12'

After shot

1. record footage

~~B~~ ~~A~~ (10) (1)

out of the void

~~Dailies~~

(13)

(1) set speed ~~24~~ 32 fps

(2) Fisheye lens : Take off other lenses

(3) record footage no

(4) position camera

(5) wind camera : continue to wind

(6) ~~yellow~~ magenta gel : when near camera hands are
magenta : when back in space
white

(7) position hands

(8) measure distance

(9) focus camera

(10) check position of hands

(11) set exposure

(12) start camera

(13) shoot 16'

---

after shot

(1) record footage no

~~12~~ 10
A2

Void

~~Station~~
15

1. set speed 64 FPS
2. normal lens
3. record footage no.
4. position camera
5. wind camera: continue to wind
6. yellow or orange gel: striped mask
7. position hands
8. measure distance
9. focus camera
10. check position of arms
11. set exposure
12. start camera
13. shoot 16'

---

1. after record footage

~~12~~ 10
A 3

Void

~~seventeen~~
16

1. set speed 32FPS
2. Fisheye lens: take other lenses off
3. record footage no.
4. position camera
5. wind camera continue to wind
6. magenta
7. position hands
8. measure distance
9. focus camera
10. check position of arms
11. set exposure
12. start camera
13. shoot 16'

~~after shot~~

1. record footage

F.O. / ~~F.O.~~ (11) A

Out of the Void

~~Pics~~ (17)

1. set speed 64 F.P.S.
2. Fish eye lens: open wide: take other lenses off
3. ~~Dissolve in~~:
4. record footage no.
5. position camera
6. ~~open~~ wind camera: continue winding during shot
7. get magenta
8. position hands: in + out movement
9. measure distance
10. focus camera
11. check position of hands
12. set exposure
13. start camera: shoot footage, board. F.O.
14. F.O. after 8' run with shutter closed for length of (11) A + C. (about 20'): then shoot 12' more: hold middle hand + F.O. rest.
15. F.O.

After Shot

1. record footage no

(13) A 1,2,3 Void

~~eighteen~~

(1) set speed 32 FPS
(2) ~~fisheye lens~~ standard lens
(3) record footage no.
(4) position camera
(5) wind camera & continue to wind
(6) 1, ~~flash red~~ & yellow gel: striped
2, ~~flash~~ magenta ~~& orange~~ gel: striped
3, ~~flash red~~ & yellow gel: striped
(7) position bodies
(8) measure distance
(9) focus camera
(10) check position of bodies
(11) set exposure
(12) start camera
(13) shout 20'

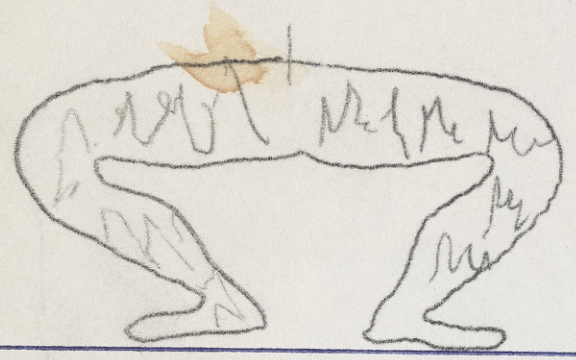
After record footage no.

I

(1)

A

B



FI B
16 FPS

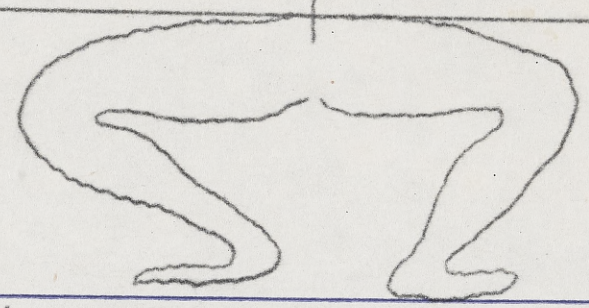
Continue
(1) B (2')

(2) Arledge

A

TITLE

B



Continue B ; FI A
16 FPS
3' (2) A 3' (2) B

Continue B
F.O. A

Continue B
FI A
16 FPS A+B 2½'
CHEMICALS on flame F.O. B+A

(3) (3) B+A The End

24 FPS 3½ (2.1') (4) B+C

(4)

Continue B+C

A

A STRUCTURE OF
GESTURES AND
POSES

½'

B

A

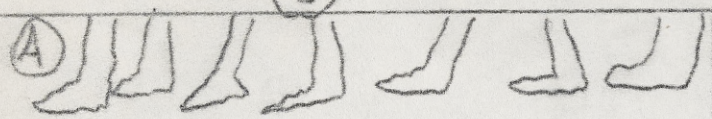
Add 15' to leg shot
because of 7B

B

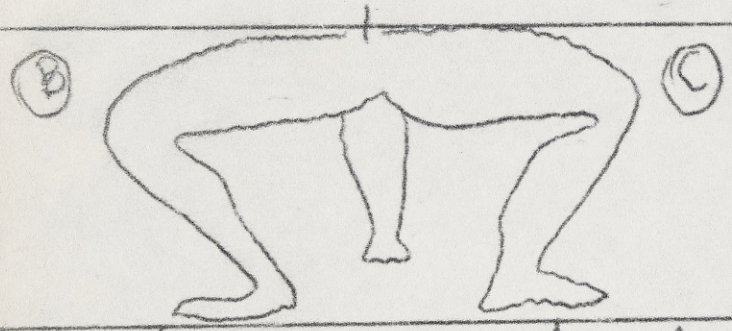
C

II

5



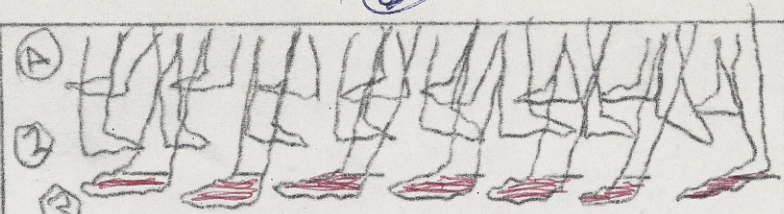
3A
← 6 sec.
(3.6')



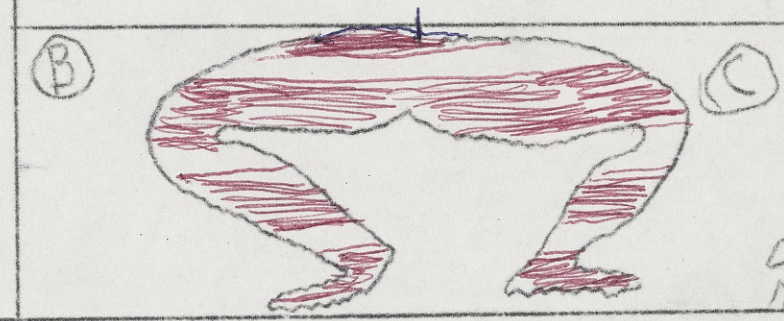
FI A
24 FPS

cont'd A+B + C

6



6A3
21.6'



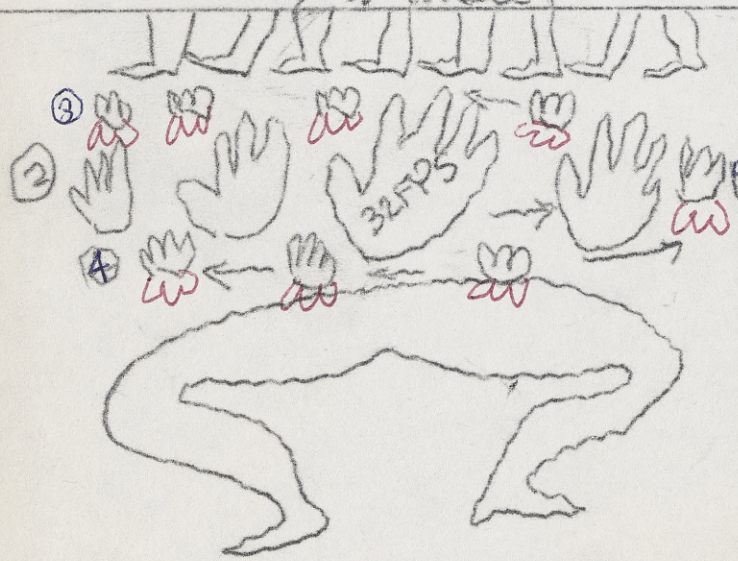
B6'
B4
stop camera + remove mask

walk in A② then A③ ② & ③ walk out leaving A

A② green 24FPS
A③ magenta 24 FPS

A continues B + C without stop

A2 FI red
B changes to white



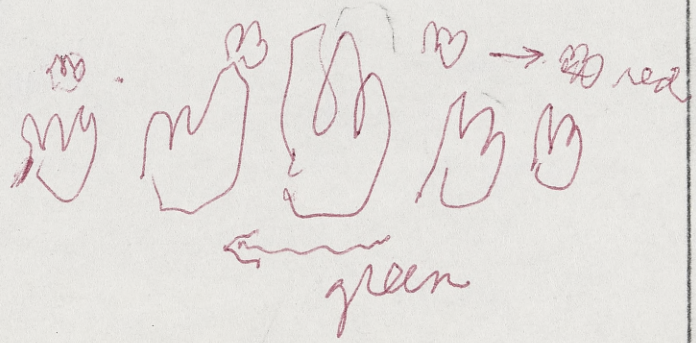
A+B stable 24 FPS
2 after 1 of shot turn hands back in green

A
B stand still

4
Fisheyelens
7 A2 12 sec
15'

A FI. 3 & 4
yellow gel
8 FPS 7'

7 B



all Steve
Aug. gone
back Sept. 4th.

---

photogene afterimage
title?

---

phosphene

(8) B, C.

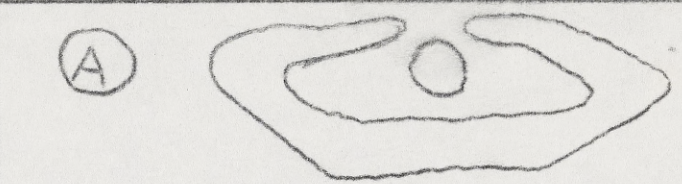
III

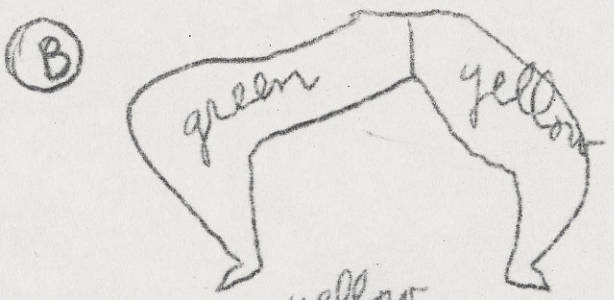
(9) A B

A continues

(8) BC
5 sec.
4' ; use green gel

shoot 32' total of BC





(9) A 15 sec
12'
32 FPS
shoot thru
green gel

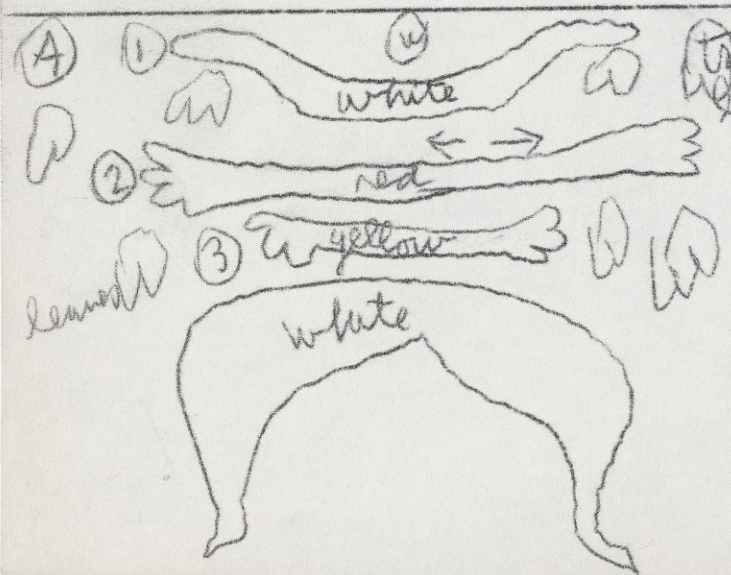
cut in 32 FPS ○ Footage to start

BC remove green gel yellow ; Flash green yellow ; Flash green yellow

B, C, continue

(10) (A) 32 FPS (A)2 64 FPS (A)3 32 FPS Dissolve to →

(11) A ○ footage to start magenta Flash 1, 2, 3' Dissolve in 64 FPS : Fisheye → continue

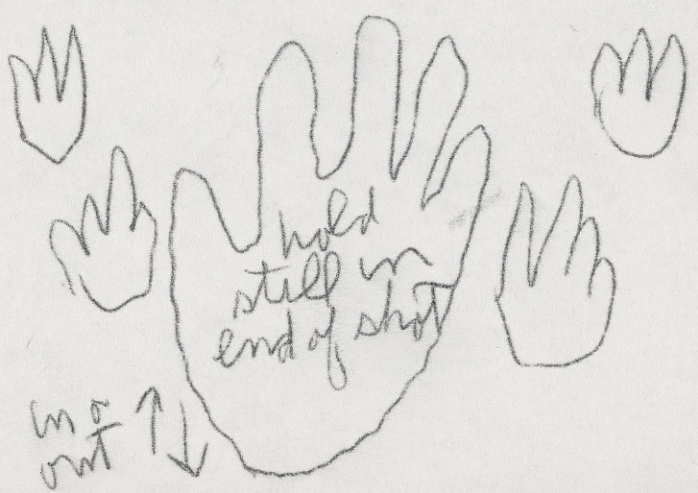


A 2, 3 15 sec
Fisheye 16'

A + B < 32 total

F.I. A2 red at 16'

F.I. A3 yellow at 18'



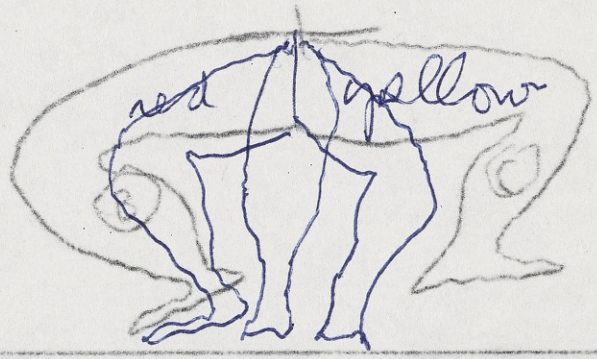
(11) A
8 sec
6 ft

IV

(12) A

B = 4 sec, then c starts
C = 9 sec.
B = 13 sec
B = 2½' + 5½' = 8'
C = 5½'

(13) B & C



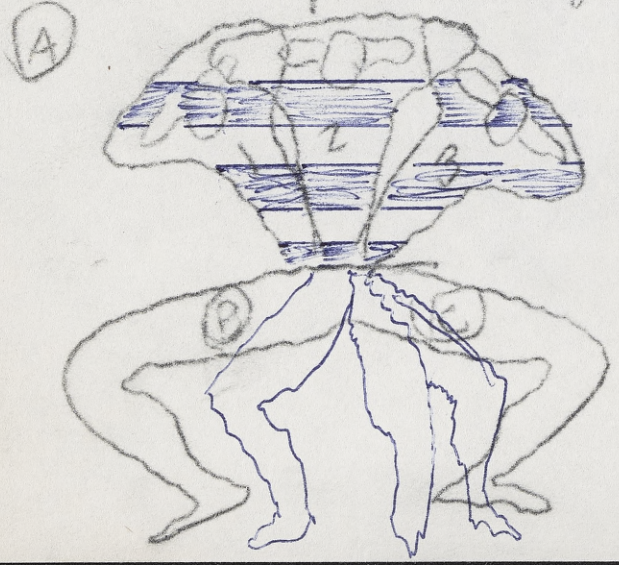
C & C shoot thru bowl
24 FPS
yellow gel B & C

B & C. Flash red & yellow
32 FPS
(A) 1, 3 & 4

(14) striped mask for 1, 2, 3

(15) credit

(A)



(A) 1, 2, 3
25 sec.
20'

I

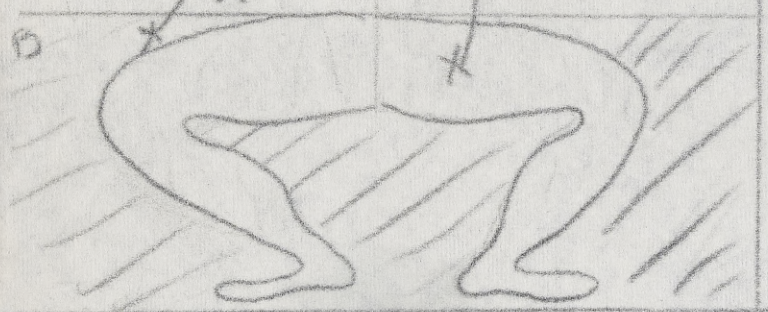
(1)

A

BLACK

Flame

B



FI. B
24 FPS
~~CHEMICALS~~
~~on flame~~

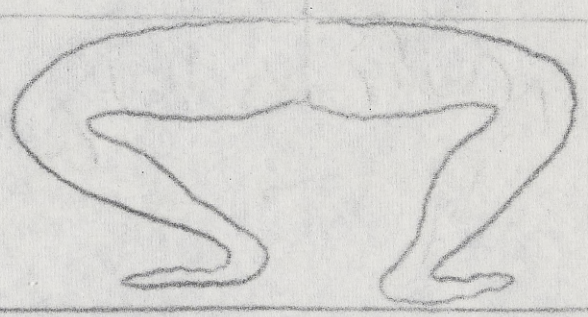
Continue

(2)

A

TITLE

B



Continue B : F.I. A
24 FPS

Continue B
F.O. A

(3)

Continue B
F.I. A
24 FPS
CHEMICALS on flame F.O. B+A

(4)

24 FPS
FI. B When FI. C

Continue B&C

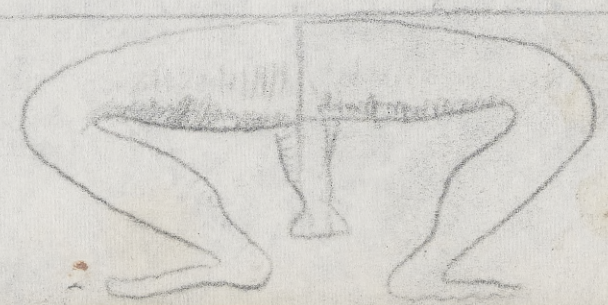
A

AN ARRANGEMENT IN GESTURES AND POSES

B

A

B



C

II

5

A

B

C

F.I. A

B changes to red

24 FPS

Continue A+B+C

A 2 F.I. red Flashes white

B STABLE

7 B changes to white DISOLVE TO

A

2

B

-Fisheye lens

6

A

2

3

2

C

F.I A 2 + A 3 2+3 walk out leaving A.

A 2 green 24 FPS A continues

A 3 yellow 64 FPS B+C "

Fisheye lens

8 32 FPS continue

(8) BC.

III

(9) 4B

8 BC
5 sec.
4'

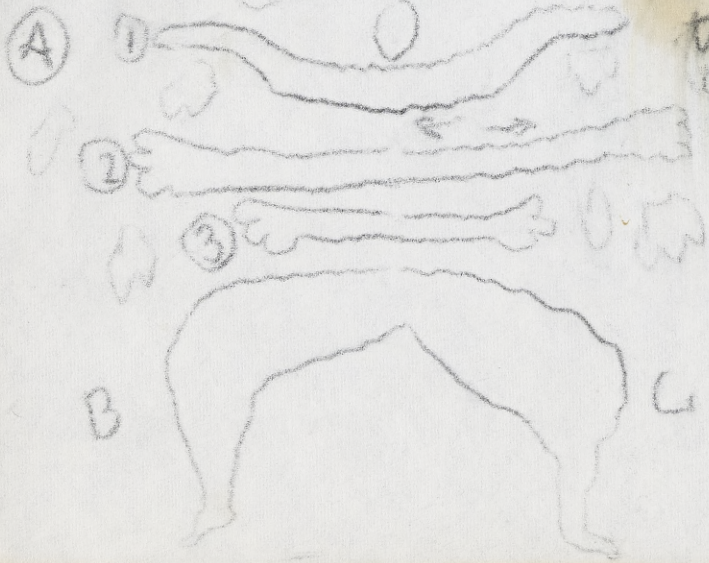
Short 32' total

9 A 15 sec
12'

Cut in B, C continue →

32 FPS

(10)



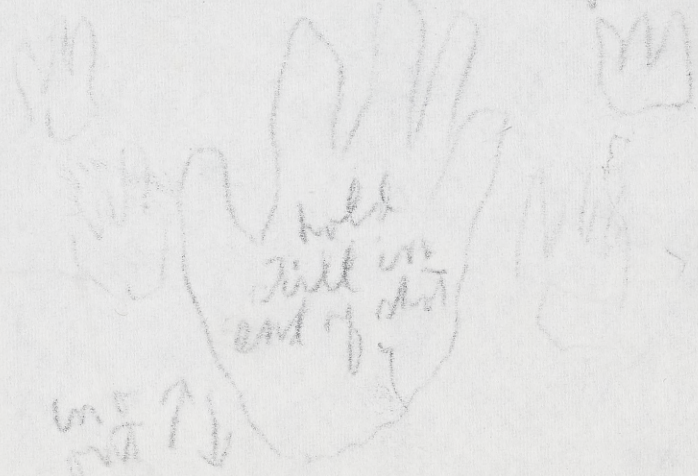
Pan shot To →

A 2,3 15 sec
16'

(11) A

Dissolve In

Morphing
64 FPS: Ecology →



Continue

11 A
7 sec
6'

IV

(12)

A still red

Short thru bowl
24 FPS
yellow gel B+C

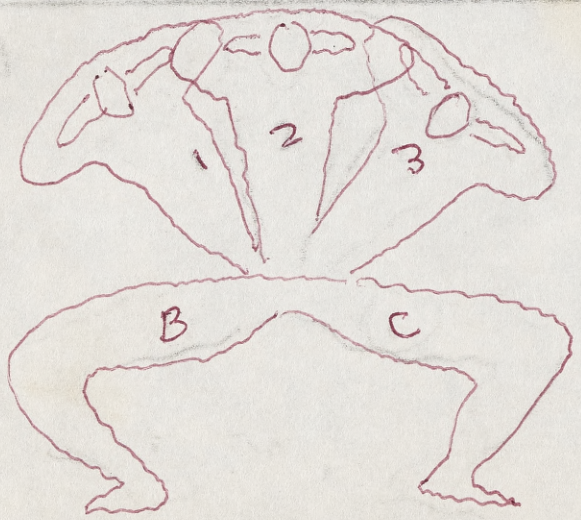
B = 4 sec then C starts
C = 9 sec
B = 13 sec

B = 2½' + 5½' 8'
C = 5½'

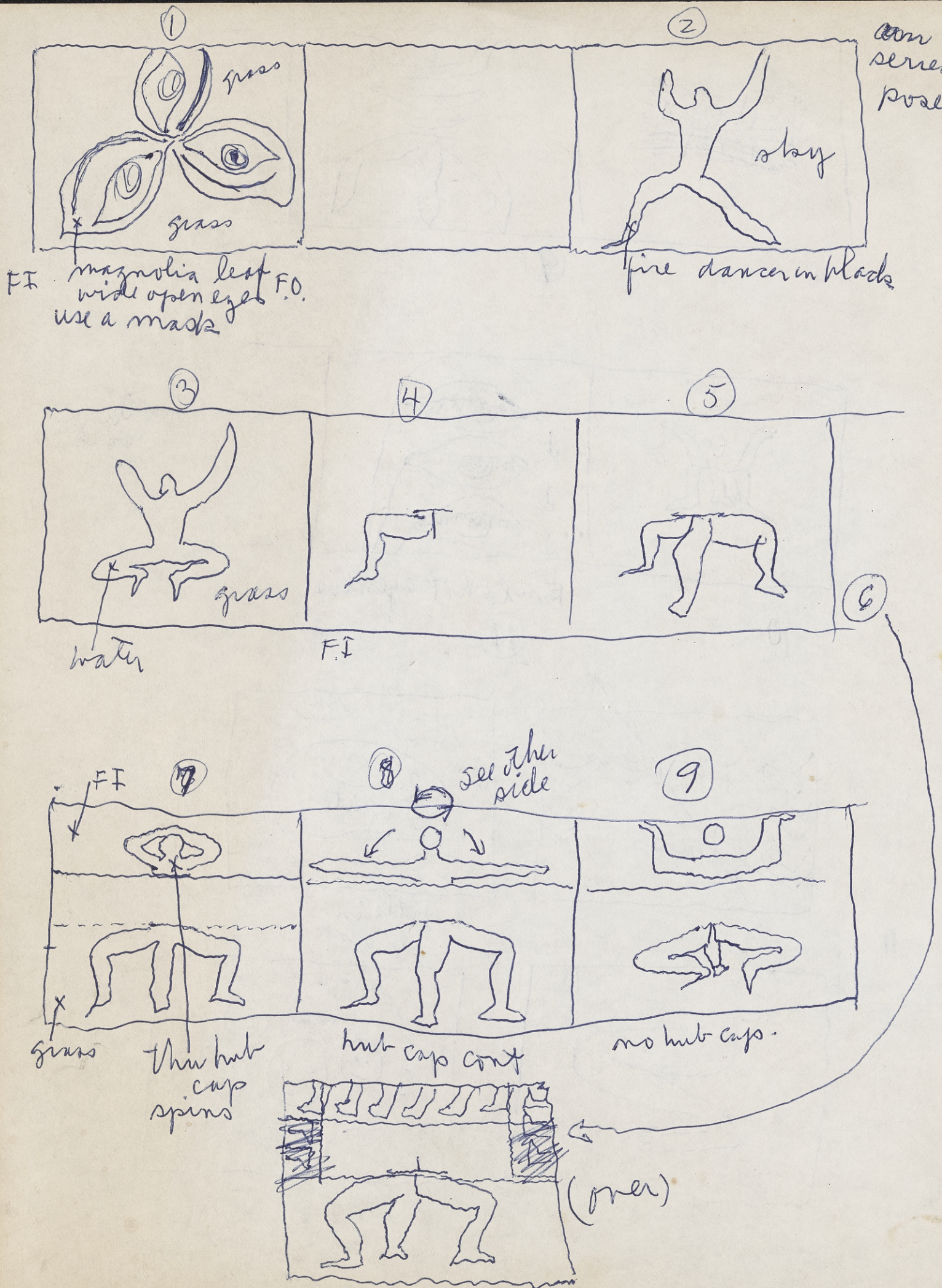
(13) B+C

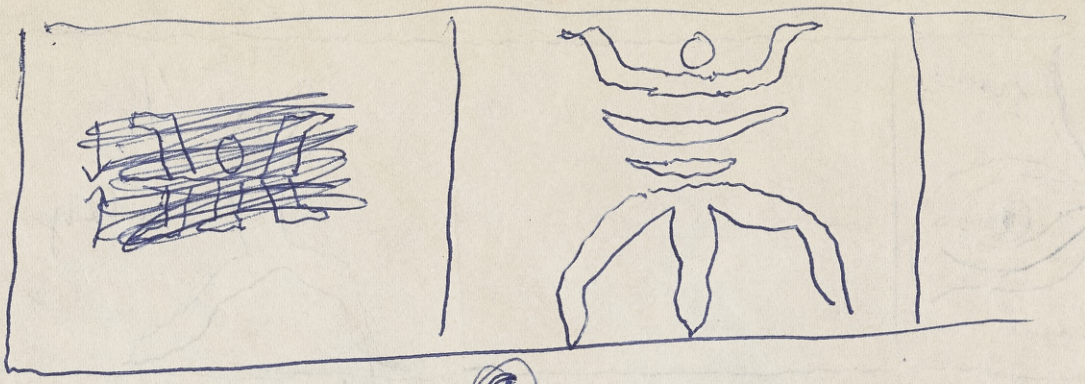
B+C: Flash Red + yellow
32 FPS

(14) striped mark for 1,2,3

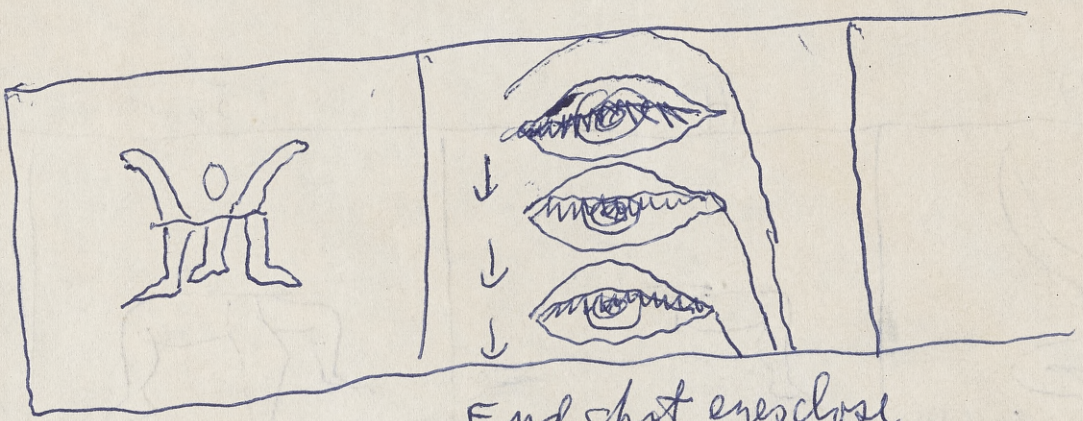


(4) A
1,2 3
25 sec
20'


1
grass
grass
F.I
magnolia leaf
wide open eyes
use a mask
F.O.
2
can be series of poses
stay
fire dancer in black
3
grass
water
4
F.I
5
6
F.I
7
8
see other side
9
grass
thin hub cap spins
hub cap cont
no hub caps.
(over)



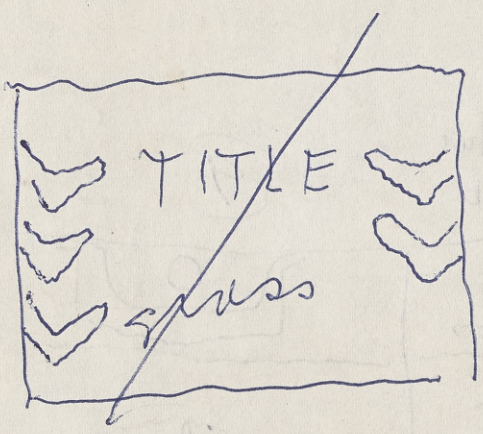
9

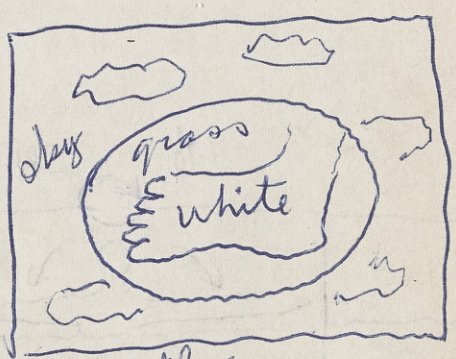


End shot eyes close

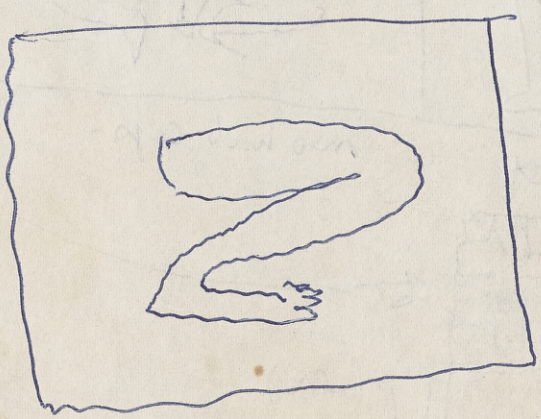
10

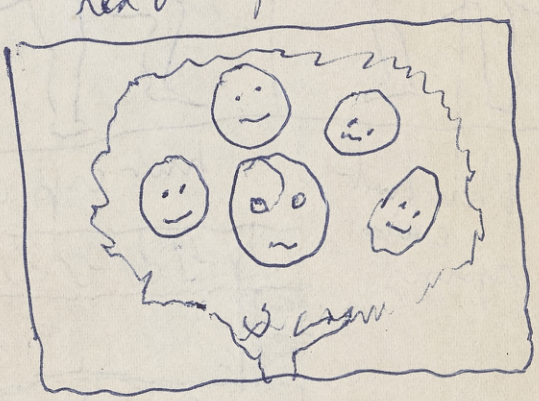
10





Title in red orange

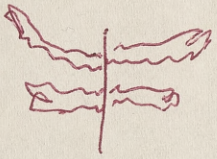




~~12~~ 10 A 1

Void

~~fifteen~~ 14



1. set speed 24 FPS
2. standard lens
3. record footage no.
4. position camera Void
5. wind camera continue to wind
6. no gel
7. position arms + head
8. measure distance
9. focus camera
10. check position arms + head
11. set exposure
12. start camera
13. shoot 16'

After
1. record footage

(1) about 4 minutes ~~1'23"~~ film 152 feet

I

(2) A ledge

A

BLACK

Flame

B

FI. B
16 FPS
~~CHEMICALS on flame~~ Continue (1)B(2')

A

TITLE

B

Continue B ; F.I. A
16FPS
FI + (3' (2)A) + F.O 3' (2)B

Continue B
F.O. A

(3) Continue B
F.I. A
16 FPS A+B (2½' + F.O.
CHEMICALS on flame F.O. B+A

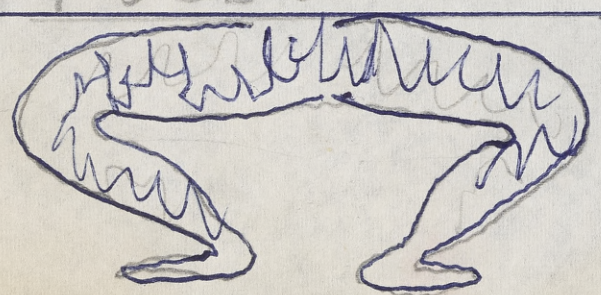
(4) 24 FPS 3½ sec (2.1') (4)B+C
Continue B+C

A

A STRUCTURE OF
~~GESTURES AND IT~~
~~IMPOSES~~ TURES AND
POSES

(1,2,3) B total 7½'

B

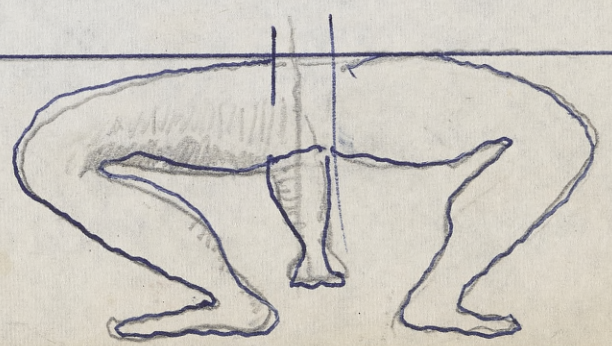


Strips start here

A

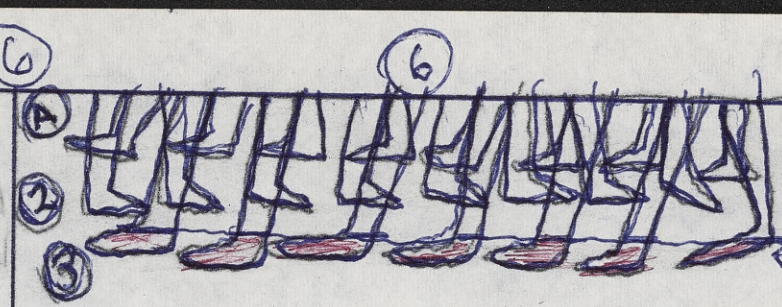
B

C

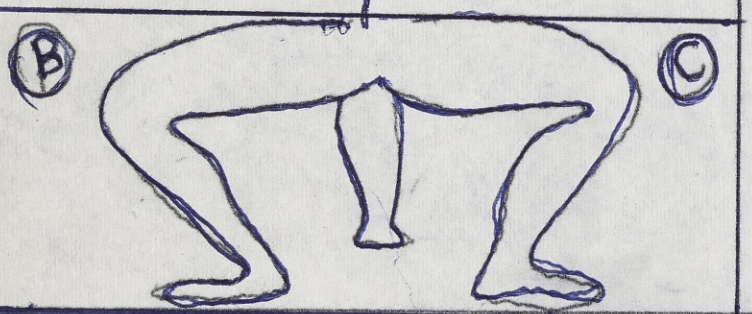


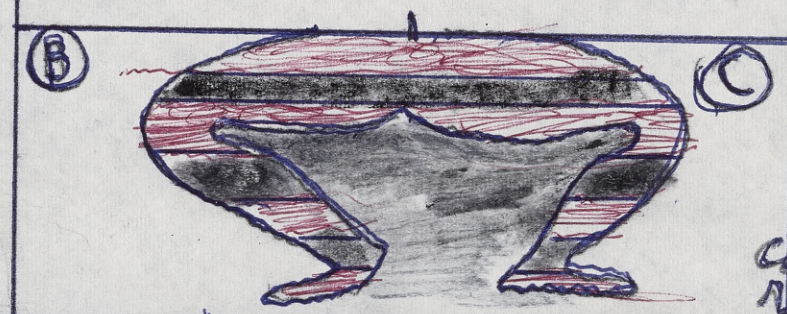
II

5A
← 6 sec.
(3.6' feet)



6 A 3
2.1.6'
Reverse





6 A 3
(B 6' feet)
Stop
camera
Remove
meets

FI A
~~24 FPS~~ goes to red
24 FPS

Continues A+B+C

walk in A② then A③ | ②+③ walk out leaving A

A② green 24FPS
A③ ~~yellow~~ 64 FPS

A continues
B+C in with

A2 FI red ~~to white~~ A+B+C STABLE
7 B ~~changes to white~~ 24 FPS
~~DISSOLVE~~ To Cut

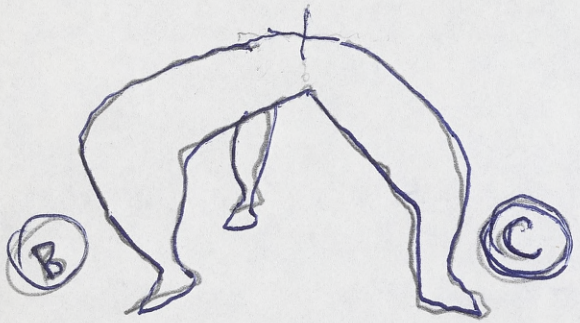
~~A~~
~~B stand still~~

4 Z
Fisheyelens
7 A 2 12sec.
15' feet

A 3+4
yellow gel
8 FPS 7'

III

(8) B.C.



Cut in 32FPS.

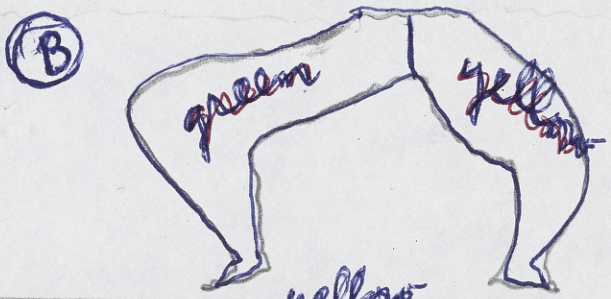
B,C continue →

(8) BC
5 sec,
4" : use green gel

shoot 32' total of BC

(9) AB

A continues



(9) A 15 sec
12'
32 FPS
shoot through
green gel

BC remove green gel, at end of shot : Flash green → yellow

yellow

B,C, Continue

(10)

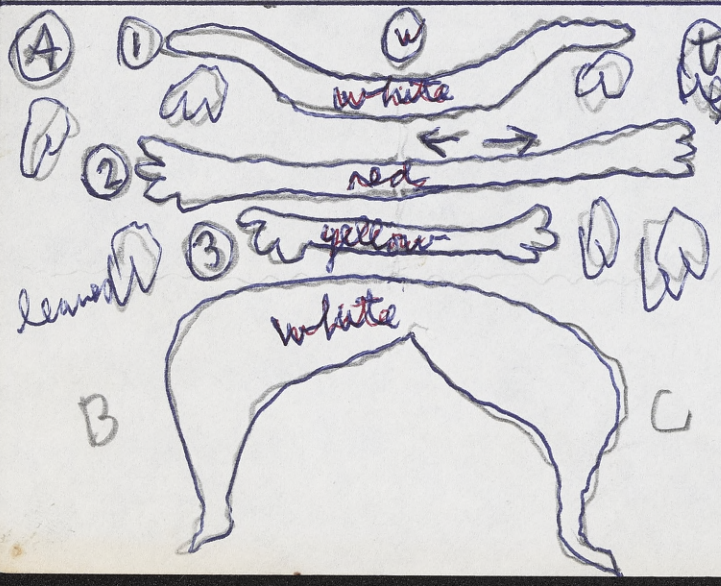
(A) 32 FPS. (A)2 64FPS (A)3 32FPS

Dissolve to →

(11) A

(11) A
magenta
64FPS : Fisheye

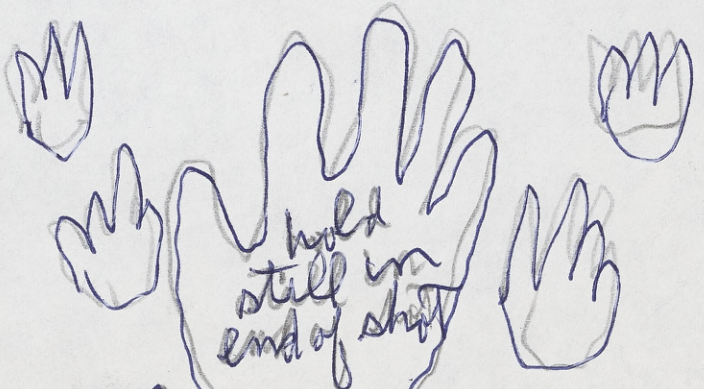
Dissolve in → continue



tree leaves

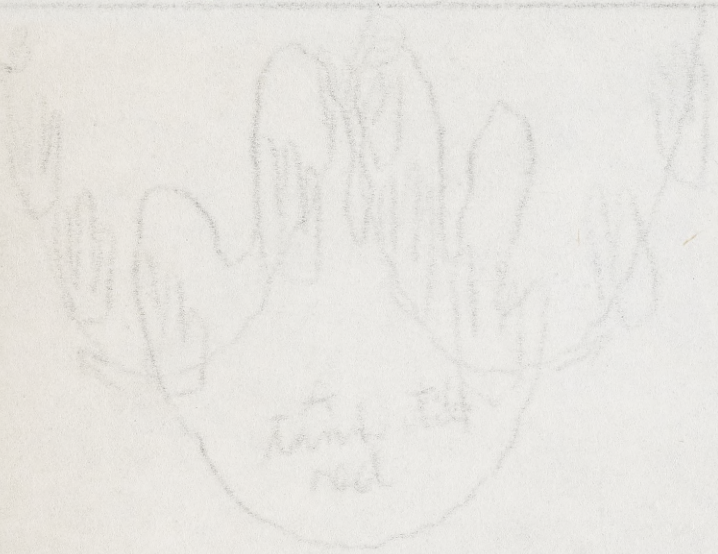
A' 2,3. 15 sec
Fisheye 16'

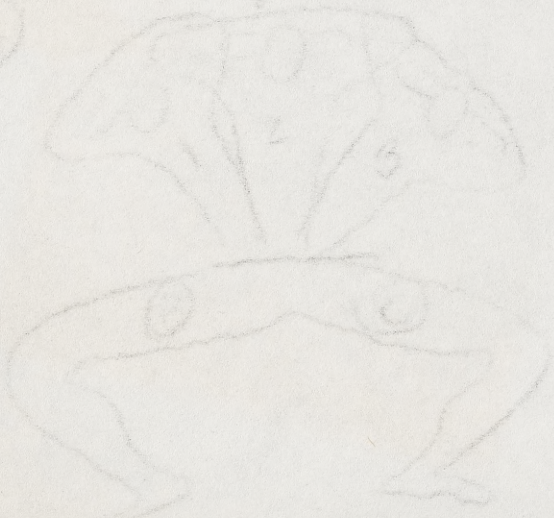
A + B.C. 32' total



(11) A
8 sec
6 ft

(12) A





American
School of
~~Ballet~~ Dance

EA

7021
Hollywood
Blvd 90028
~~not listed~~

467-1156

Sig 5:00
will call back

Laemmle Theaters

Espuire pasadena art?

~~ref~~
~~578.7238~~
PCC
Dance Chairmans
McCally
Womens phys ed.
anneke no
wed
578.7218

203
wed sons

May 24, 1974

An Agreement about Out of the Void.

(1) If any money above production costs is made by Out of the Void, I will split it equally between all members of the cast, crew, and myself.

(2) I will not be responsible for any injury to any individual or group occuring while on location or shooting Out of the Void or on the way to or from the location.

Signed
S. K. Arledge

Jonathan Torp

May 24, 1974

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Signed
S.K. Arledge

Stefan Pitzek

April 25 1974

An agreement about Out Of The Void

1. I will pay for Steve's gas from USC to the shooting location and for errands for the film.
2. I will list him in credits as Director of Photography.
3. If any money above production costs is made by OUT OF THE VOID, I will split it equally between all members of the cast, crew and myself.
4. I will pay up to $20.00 for a print of OUT OF THE VOID for Steve.
5. I will not be responsible for any injury to any individual or group occuring while on location or shooting OUT OF THE VOID or on the way to or from the location.

Signed

S.K. Arledge

Stephen D. Drake

Buy or rent

*Buy a quart of matt apagne white body paint
" pint of matt apagne black " "

Rent 1 fisheye lens for Bolex camera
for 1 day = $30.00

Buy tape for lens small amount

* ask about how much it covers.
get 2 qts. if they don't think is enough.

Check rental price of motor for Bolex

Dancer

Buy 1 white bathing cap
1 pr. white tights
1 white zipper
1 pr. black tights

bring black socks long

black cloth (matte)
(measure length)

May 24, 1974

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S. K. Arledge

_____

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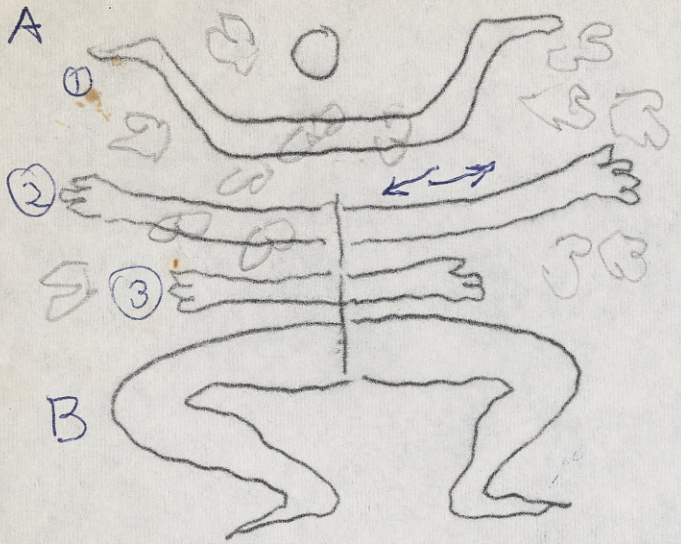
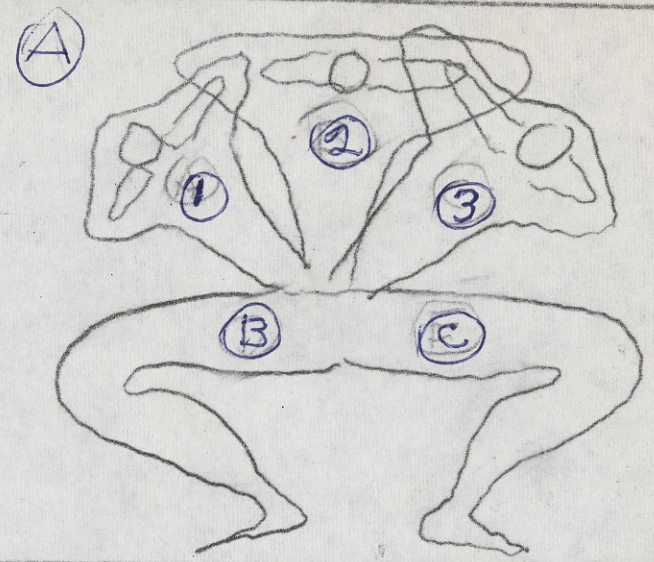
Signed:

S. K. Arledge

12 10 IV 13



A 2+3
15 sec.
(16 feet)



A 1 2 3
25 sec.
(20 feet)

A 1. 24 FPS
2. 64 FPS
3. 32 FPS
4. 24 FPS tree: camera moves around tree

~~Dissolve out~~

~~dissolve in~~ can be flat lighting
~~B yellow~~ F.O.
B & C red flash yellow
D & E yellow
32 F.P.S.

striped mask

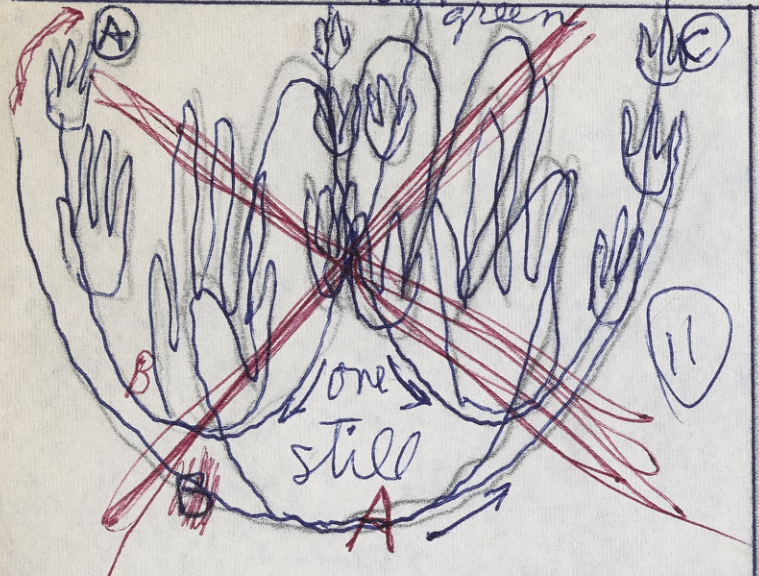
12 Shoot thru bowl
24 FPS

Credits 15

Planned
Produced, directed SKA with Dancer
Director of Photography
camera~~person~~ Winnie
Editing Jon
Crew
Kathy Jon

B = 4 sec then C
C = 9 sec.
B = 13 sec
yellow gel B & C
B = 2½' + 5½' = 8'
C = 5½'

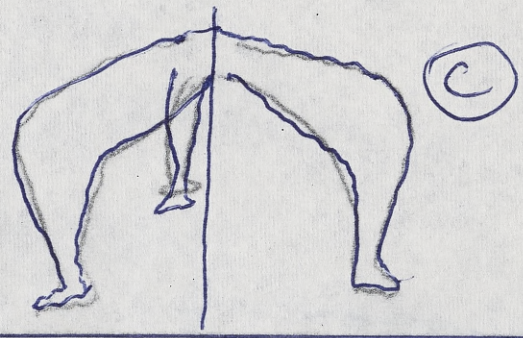
(9) 64 FPS Fisheye lens (11) A
~~Blue~~ on A & B ~~Yellow~~ green 24 FPS



(9) ~~B~~ 4 sec then C
C 9 sec
B = 13 sec
34'
yellow on B & C
B = 2½ + 5½ = 8'
C = 5½'

II

(10) White Fisheye lens
32 FPS
(8) BC



~~10~~ B & C
(5 sec
4 feet)

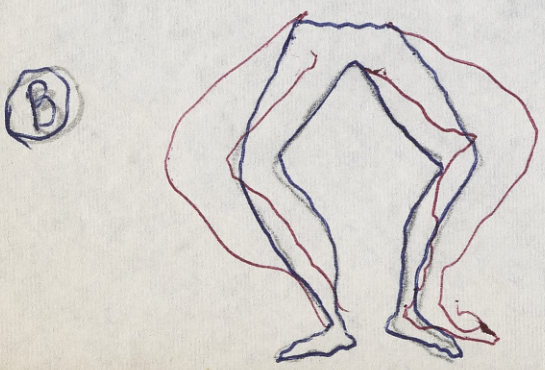
(1) ~~A~~ 64 FPS
B & C appear on black ground no A.
~~dissolve out~~ F.O.

dissolve in
cut in

continue

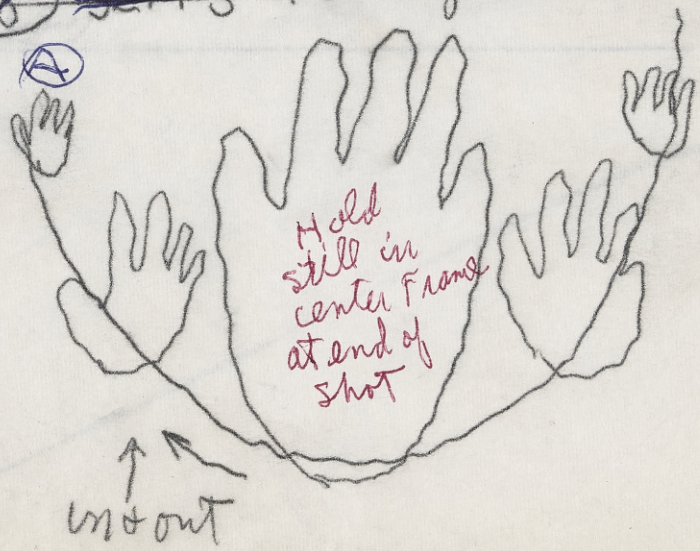
(9) AB ~~Dissolve out~~
A & B Fade to green
F.F. (A)

(11) Fisheye lens
~~24~~ 32 FPS A & B white turn ~~freeze~~ continue



continues
(9) A (12 Feet)
15 sec.

~~Dissolve in~~:
~~(8)~~ 64 FPS
~~32 FPS~~ magenta (11) (11) A
Fisheye lens continue



sec
~~1~~ (A) 25'
~~40~~ feet
6 ft.
8 sec
~~F.O.~~